

Listing of Claims

Claims 1-19 (Previously Canceled)

Claim 20 (Canceled) A game kit comprising:

 a plurality of sets of cards, each set of cards includes a plurality of cards, the plurality of cards in each set of cards bears a unique direction;

 the cards may be drawn from the sets of cards, the unique directions on the cards may be presented to game players;

 the unique directions on all cards in all sets of cards call for responses from the game players, each response requires performance of a unique task;

 the performance of each unique task requires retrieval of information from the memory of the game players, the performance of each unique task determines whether the game players may advance in the game;

 the performance of each unique task predictably requires retrieval of the information from primarily one of a plurality of human memory systems;

 the performance of each unique task responsive to the unique directions on cards within each individual set of cards predictably requires retrieval of the information from primarily the same human memory system from among the plurality of human memory systems; and

 the performance of any unique task responsive to one of the unique directions allows the game players to advance by at least remaining in the game for an additional turn.

Claim 21 (Currently Amended) ~~The A game kit of claim 20, further comprising:~~

~~a first set of cards, each card bearing a unique direction from the plurality of sets of cards,~~ the performance of each unique task responsive to the unique directions on cards within the first set of cards predictably requires retrieval of a first type of the information from primarily a first human memory system from among the plurality of human memory systems, and a response which contains objective facts;

~~and a second set of cards, each card bearing a unique direction from the plurality of sets of cards from the plurality of sets of cards,~~ the performance of each unique task responsive to the unique directions on cards within the second set of cards predictably requires retrieval of a second type of the information from primarily a second human memory system, and a response which contains a personal story; ~~and,~~

a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia, the plurality of indicia define a first path and a second path, and the first and second paths comprise a series of positions by which the game players mark their progress as they advance in the game, substantially every position in the first path corresponds to a position the game players occupy before or after performing a first type of unique task responsive to a unique direction on a card drawn from the first set of cards, substantially every position in the second path corresponds to a position the game players occupy before or after performing a second type of unique task responsive to a unique direction on a card drawn from the second set of cards.

Claim 22 (Canceled) The game kit of claim 21, further comprising a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia, the plurality of indicia define a first path and a second path, and the first and second paths comprise a series of positions by which the game players may mark their progress as they advance in the game, substantially every position in the first path corresponds to a position the game players may occupy before or after performing a first type of unique task responsive to a unique direction on a card drawn from the first set of cards, substantially every position in the second path corresponds to a position the game players may occupy before or after performing a second type of unique task responsive to a unique direction on a card drawn from the second set of cards.

Claim 23 (Currently Amended) The game kit of claim 21 ~~22~~, further comprising a third set of cards, each card bearing a unique direction from the plurality of sets of cards, the performance of each unique task responsive to the unique directions on cards within

the third set of cards predictably requires retrieval of a third type of information from primarily a third human memory system from among the plurality of human memory systems, and a response which contains information game players have no reason to remember the next day, the performance of each unique task responsive to the unique directions on cards within the third set of cards ~~may~~ includes moving a marker, from the plurality of markers, used to position another player on the indicia on the game playing surface.

Claim 24 (Previously Presented) The game kit of claim 23, further comprising indicia on the game playing surface which define intersections between the first path and the second path, the intersections comprise positions the game players may occupy as they advance in the game, substantially every position in the intersections corresponds to a position the game players may occupy before or after performing a third type of unique task responsive to a unique direction on a card drawn from the third set of cards.

Claim 25 (Currently Amended) A game comprising:

 a first collection of first directions which require responses associated primarily with a single first human memory system;

 a second collection of second directions which require responses associated primarily with a single second human memory system;

 the first directions call for a first type of response from game players, and the second directions call for a second type of response from game players;

 the first directions are designed to stimulate retrieval of a first type of information in the first type of response, and the second directions are designed to stimulate retrieval of a second type of information in the second type of response;

 the first directions ~~may be~~ are presented to game players for the first type of responses, and the second directions ~~may be~~ are presented to game players for the second type of responses; the responses to the first directions and the second directions determine whether the game players advance in the game;

 the first type of responses ~~may~~ contain the first type of information retrieved from the memory of the game players using primarily the first human memory system, and the

second type of responses may contain the second type of information retrieved from the memory of the game payers using primarily the second human memory system; and

one of the game players may advance in the game if the response of the one of the game players to one of the first directions drawn from the first collection of directions is the first type of response which included the first type of information, and the one of the game players may advance in the game if the response of the one of the game players to one of the second directions drawn from the second collection of directions is the second type of response which includes the second type of information; and,

a game display which presents a plurality of indicia, and means for locating a plurality of positions on the plurality of indicia, the plurality of indicia define a first path and a second path when presented, the first path comprises a first series of positions by which the game players mark their progress as they advance in the game, each position in the first path corresponds to a position which the game players occupy if the response of the game players contains information which is objectively correct, the second path comprises a second series of positions by which the game players mark their progress as they advance in the game, the first path and the second path intersect at a plurality of intersections, each position in the second path corresponds to a position which the game players occupy if the response of the game players contains information which comprises a story from the life of the game players.

Claim 26 (Canceled) : The game of claim 25, further comprising a game display which may present a plurality of indicia, and means for locating a plurality of positions on the plurality of indicia, the plurality of indicia define a first path and a second path when presented, the first path comprises a first series of positions by which the game players may mark their progress as they advance in the game, each position in the first path corresponds to a position which the game players may occupy if the response of the game players contains information which may be objectively correct, the second path comprises a second series of positions by which the game players may mark their progress as they advance in the game, the first path and the second path intersect at a plurality of intersections, each position in the second path corresponds to a position

which the game players may occupy if the response of the game players contains information which may comprise a story from the life of the game players.

Claim 27 (Currently Amended) The game kit of claim 25 ~~26~~ further comprising a third collection of third directions which require responses associated primarily with a single third human memory system, the third directions call for a third type of response from game players, the third directions are designed to stimulate retrieval of a third type of information in the third type of response, the third type of responses ~~may~~ contain the third type of information retrieved from the memory of the game players using primarily the third human memory system, the third directions ~~may be~~ are presented to game players for the third type of responses, the responses to the first directions and the second directions and the third directions determine whether the game players advance in the game; and one of the game players ~~may~~ advances in the game to one of the plurality of intersections before or after the turn of the one of game players if the response of the one of the game players to one of the third directions drawn from the first collection of directions is the third type of response which contains information game players have no reason to remember the next day.

Claim 28 (Currently Amended) A game kit comprising:

 A a first set of cards, the first set of cards including a plurality of first cards, each first card bearing a first type of direction;

 a second set of cards, the second set of cards including a plurality of second cards, each second card bearing a second type of direction;

 the first cards may be drawn from the first set of cards, and the first type of directions on the first cards presented to game players;

 the second cards may be drawn from the second set of cards, and the second type of directions on the second cards presented to game players;

 the first type of directions call for a first type of response from the game players, and the second type of directions call for a second type of response from the game players;

the first type of directions call for the first type of response using a first human memory system, and the second type of directions call for the second type of response using a second human memory system;

the first type of response and the second type of response requires retrieval of information from the memory of game players;

the first type of response ~~may be~~ is judged for correctness of information contained in the first type of response, and a correct first type of response allows game players to advance in the game by at least remaining in the game for an additional turn; and

the second type of response ~~may not be~~ is not judged for correctness if the second type of response contains a story from the life of the game players, and any second type of response containing a story from the life of the game players allows the game players to advance in the game by at least remaining in the game for an additional turn-; and,

a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia of the game playing surface, the plurality of indicia on the game playing surface define a first path and a second path, the first and second paths comprise a series of positions by which game players mark their progress as they advance in the game, substantially every position in the first path corresponds to a position which the game players occupy before or after the game players respond with a correct first type of response, substantially every position in the second path corresponds to a position which the players occupy before or after the game players respond with a second type of response which contains a story from the life of a one the game players during the turn of the one of the game players.

Claim 29 (Canceled) The game kit of claim 28, further comprising a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia of the game playing surface, the plurality of indicia on the game playing surface define a first path and a second path, the first and second paths comprise a series of positions by which game players may mark their progress as they advance in the game, substantially every position in the first path corresponds to a position which the game players may occupy before or after the game players respond

with a correct first type of response, substantially every position in the second path corresponds to a position which the players may occupy before or after the game players respond with a second type of response which contains a story from the life of a one the game players during the turn of the one of the game players.

Claim 30 (Currently Amended) The game kit of claim ~~29~~28, further comprising a third set of cards, the third set of cards including a plurality of third cards, each third card bearing a third type of directions, the third cards ~~may be~~ are drawn from the third set of cards, and the third type of directions on the third cards presented to the game players, the third type of directions call for a third type of response from the game players, the third type of directions call for the third type of response using a third human memory system, the third type of response requires retrieval of information from the memory of a game player, the third type of response ~~may be~~ is judged for correctness of information contained in the third type of response, and a correct third type of response allows the game players to advance in the game by at least remaining in the game for an additional turn.

Claim 31 (Currently Amended) The game kit of claim 30, further comprising indicia on the game playing surface which define intersections between the first path and the second path, the intersections comprising positions the game players ~~may~~ occupy as they advance in the game, substantially every position in the intersections corresponds to a position the game players ~~may~~ occupy before or after a correct third type of response which contains information game players have no reason to remember the next day.

Claim 32 (Currently Amended) A game kit comprising:

 A a first set of cards, the first set of cards including a plurality of first cards, each first card bearing a first type of direction;

 a second set of cards, the second set of cards including a plurality of second cards, each second card bearing a second type of direction;

 all first type of directions and all second type of directions together comprising a plurality of directions;

the first cards may be drawn from the first set of cards, and the first directions on the first cards presented to game players;

the second cards may be drawn from the second set of cards, and the second directions on the second cards presented to game players;

the first type of directions call for a first type of response from the game players , and the second type of directions call for a second type of response from the game players;

the first type of directions call for the first type of response using a first human memory system, and the second type of directions call for the second type of response using a second human memory system;

the first type of response and the second type of response requires retrieval of information from the memory of the game players;

the first type of response is employed in the game for competitive play in which the first type of response containing objectively correct information allows a one of the game players to advance in the game by at least remaining in the game for an additional turn; and

the second type of response is employed in the game for non-competitive play in which the second type of response containing a story from the life the one of the game players allows the one of the game players to advance in the game by at least remaining in the game for an additional turn-; and,

a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia of the game playing surface, the plurality of indicia on the game playing surface define a first path and a second path, the first and second paths comprise a series of positions by which the game players mark their progress as they advance in the game, substantially every position in the first path corresponds to a position which the one of the game players takes after a correct first response, substantially every position in the second path corresponds to a position which the one of the players occupies after a second response which contains a story from the life of the one of the game players.

Claim 33 (Canceled) The game kit of claim 32, further comprising a game playing surface marked with a plurality of indicia, and a plurality of markers for positioning on the plurality of indicia of the game playing surface, the plurality of indicia on the game playing surface define a first path and a second path, the first and second paths comprise a series of positions by which the game players may mark their progress as they advance in the game, substantially every position in the first path corresponds to a position which the one of the game players may take after a correct first response, substantially every position in the second path corresponds to a position which the one of the players may occupy after a second response which contains a story from the life of the one of the game players.

Claim 34 (Currently Amended) A method of game play, comprising:

 Selecting a first direction from the first collection of first type of directions, each first type of direction calls for retrieval of information from memory using primarily a single first human memory system;

 presenting the selected first direction to a game player;

 recalling the first body of information from the memory of the game player responsive to the first direction;

 responding to the selected first direction by the game player communicating a first response to the selected first direction to at least one other game player;

 selecting a second direction from a second collection of second type of directions, each second type of direction calls for retrieval of information from memory using primarily a single second human memory system;

 presenting the selected second direction to the game player;

 recalling a second body of information from the memory of the game player responsive to the second direction; and

 responding to the selected second direction by the game player communicating a response to the selected second direction to at least one other game player; and,

choosing a first path on a game playing surface marked with indicia which substantially define a first path as a first series of positions, and a second path as a second series of positions, and at least one intersection between the first path and the

second path, by which paths and intersection the game player marks progress as the game player advances in the game.

Claim 35 (Canceled) The method of game play of claim 34, further comprising choosing a first path on a game playing surface marked with indicia which substantially define a first path as a first series of positions, and a second path as a second series of positions, and at least one intersection between the first path and the second path, by which paths and intersection the game player may mark progress as the game player advances in the game.

Claim 36 (Currently Amended) The method of game play of claim ~~34~~ 35, further comprising placing a marker on or near a position at one end of the first path, substantially all of the series of positions in the first path comprising a series of positions ~~the marker of the game player may occupy~~ occupies along the path on the game playing surface.

Claim 37 (Previously Presented) The method of game play of claim 36, further comprising moving the marker substantially serially at least one position along the first path, during the turn of the game player, before or after responding to a first direction selection from the first collection of first type of directions.

Claim 38 (Previously Presented) The method of game play of claim 37, further comprising moving the marker to the second path when the game player occupies the at least one intersecting position, after moving the marker substantially serially, one position per turn, along the first path to the intersecting position.

Claim 39 (Previously Presented) The method of game play of claim 38, further comprising moving the marker of another player substantially when the game player occupies the at least one intersecting position.

Claim 40 (Currently Amended) A game kit comprising:

A a first set of cards, the first set of cards including a plurality of first cards, each first card bearing a first type of direction which calls for a first type of response containing an objectively correct answer;

a second set of cards, the second set of cards including a plurality of second cards, each second card bearing a type of second direction which calls for a second type of response containing a personal story from the life of game players;

the first cards ~~may be~~ are drawn from the first set of cards, and the first directions on the first cards presented to game players;

the second cards ~~may be~~ are drawn from the second set of cards, and the second directions on the second cards presented to game players;

the first response and the second responses determine whether the game players ~~may~~ advance in the game;

the first response and the second responses require retrieval of information from the memory of the game players;

a one of the game players ~~may~~ remains in the game if the first type of response from the one of the game players contains objectively correct facts responsive to the first type of direction; and

the one of the game players ~~may~~ remains in the game if the second type of response from the one of the game players contains a personal story from the life of the one of the game players.

Claim 41 (Currently Amended) The game kit of claim 40, further comprising a third set of cards, the third set of cards including a plurality of third cards, each third card bearing a third type of direction which calls for a third type of response containing an objectively correct answer, the third cards ~~may be~~ are drawn from the third set of cards, and the third type of directions on the third cards presented to a game players, the responses of the game players to the third type of directions ~~may~~ determine whether the game players ~~may~~ advance in the game, the responses of the game players to the third type of directions require retrieval of information from the memory of the game players, and game players ~~may~~ remain in the game if the responses to the third type of directions contain objectively correct facts responsive to the third type of directions.

Claim 42 (Currently Amended) The game kit of claim 41, further comprising indicia on the game playing surface which define intersections between the first path and the second path, the intersections comprising positions the game players may occupy as they advance in the game, substantially every position in the intersections corresponds to a position the game players may occupy after a response to a third type of direction which contains information a game player has no reason to remember the next day.

Claim 43 (Currently Amended) A method of game play, comprising

- §selecting a plurality of first cards from a collection of first cards, each bearing a first type of direction, each first direction calling for retrieval of a personal story from the memory of game players;
- presenting the selected plurality first type of direction to a first one of the game players;
- recalling from the memory of the first one of the game players information responsive to the selected plurality of the first type of directions on the first cards;
- formulating a plurality of first responses using the information from the memory of the first one of the game players;
- responding to the selected plurality of first type of directions by communicating the plurality of first responses;
- retaining in the possession of the first one of the game players a plurality of first retained cards to which the first one of the game players responds; and
- exchanging the plurality of first retained cards, at the option of the first one of the game players, for a second card retained by a second one of the game players after the second one of the game players correctly responds to a second type of direction on a second card selected from a plurality of second cards, the second type of direction calling for retrieval of objective facts from the memory of the second one of the game players.